

Connection Fees for 1", 1 ½" and 2" Meters
Inside Town and Outside Town
 July 1, 1999

Connections	Water (Inside)	Water (Outside)	Sewer (Inside)	Sewer (Outside)
Availability	\$1,038.00	\$1,816.50	\$991.00	\$1,734.25
Lateral (<75')	\$405.00	\$708.75	\$566.00	\$990.50
Lateral (>75')	Cost + 20%	Cost + 35%	Cost + 20%	Cost + 35%
Meter (1")	\$550.00	\$962.50	\$0	\$0
Meter Deposit	\$250.00	\$250.00		
TOTAL	\$2,243.00	\$3,737.75	\$1,557.00	\$11,068.75

Connections	Water (Inside)	Water (Outside)	Sewer (Inside)	Sewer (Outside)
Availability	\$2,076.00	\$3,633.00	\$1,983.00	\$3,470.25
Lateral (<75')	\$513.00	\$897.75	\$566.00	\$990.50
Lateral (>75')	Cost + 20%	Cost + 35%	Cost + 20%	Cost + 35%
Meter (1 ½")	\$675.00	\$1181.25		
Meter Deposit	\$402.00	\$402.00		
TOTAL	\$3666.00	\$6114.00	\$2,549.00	\$21,157.50

Connections	Water (Inside)	Water (Outside)	Sewer (Inside)	Sewer (Outside)
Availability	\$3,323.00	\$5,815.25	\$3,173.00	\$5,552.75
Lateral (<75')	\$642.00	\$1,123.50	\$566.00	\$990.50
Lateral (>75')	Cost + 20%	Cost + 35%	Cost + 20%	Cost + 35%
Meter (2")	\$1,962.00	\$3,433.50		
Meter Deposit	\$1,200.00	\$1,200.00		
TOTAL	\$7,127.00	\$11,572.25	\$3,739.00	\$33,264.00

FEE SCHEDULE

(Revised 7/1/99)

Building Permits	(see fee structure)
Re-inspection Fee	\$20.00
Zoning Fee	\$8.00
Signs	\$15 (attached), \$20 (freestanding)
Curb, Gutter, Sidewalk	\$6/LF for Curb, \$8/LF for sidewalk

Connections	Water (Inside)	Sewer (Inside)	Water (Outside)	Sewer (Outside)
Availability	\$415.00	\$393.00	\$726.25	\$687.75
Lateral (<75')	\$380.00	\$566.00	\$665.00	\$990.50
Lateral (>75')	Cost + 35%	Cost + 20%	Cost + 35%	Cost + 20%
Meter (5/8")	\$460.00		\$805.00	
Meter Deposit	\$200.00		\$200.00	
TOTAL	\$1,455.00	\$959.00	\$2,396.25	\$1678.25

AVAILABILITY FEE BY METER SIZE (IN TOWN)

Meter Size	Water Availability	Sewer Availability Fee
5/8"	\$415.00	\$393.00
1"	\$1,038.00	\$991.00
1 ½"	\$2,076.00	\$1983.00
2"	\$3,323.00	\$3,173.00
3"	\$6,646.00	\$6,344.00
4"	\$10,385.00	\$9,912.00
6"	\$20,770.00	\$19,824.00
8"	\$33,232.00	\$31,718.00